

10th Special Forces Group Pocket Patches

1st Battalion

2nd Battalion

3rd Battalion

Miscellaneous

1st Battalion



Operational Detachment A-7
1st Battalion

1978 German Manufacture



Operational Detachment A-7
1st Battalion

Collector's Copy



Aviation Detachment,
1st Battalion

German Manufacture



Aviation Detachment,
1st Battalion

German Manufacture



Operational Detachment A-111
1st Battalion
Unknown Vintage



Operational Detachment A-123
1st Battalion
German Manufacture



Operational Detachment A-124
1st Battalion
1980's German Manufacture



Operational Detachment A-132
1st Battalion
1980's German Manufacture



1st Battalion SCUBA Personnel



1st Battalion Jacket Patch

German Manufacture



Support Operations Team A-010
A Company, 1st Battalion

Iraqi Manufacture



Operational Detachment A-014
A Company, 1st Battalion



Operational Detachment A-015
A Company, 1st Battalion



Operational Detachment A-015
A Company, 1st Battalion



Operational Detachment A-016
A Company, 1st Battalion



Forward Operating Base 102
B Company, 2nd Battalion
Iraqi Manufacture



Operational Detachment A-023
B Company, 1st Battalion



Operational Detachment B-030
C Company, 1st Battalion



Operational Detachment 032
C Company, 1st Battalion



Headquarters & Service Company
2nd Battalion



Service Detachment,
2nd Battalion



Operational Detachment B-050
B Company, 2nd Battalion



Operational Detachment A-051
B Company, 2nd Battalion



Operational Detachment A-052
B Company, 2nd Battalion



Operational Detachment A-053
B Company, 2nd Battalion



Operational Detachment A-061
C Company, 2nd Battalion

3rd Battalion



Operational Detachment A-072
A Company, 3rd Battalion

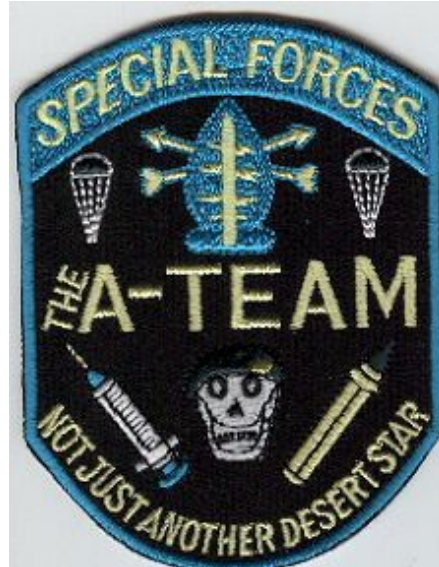


Operational Detachment A-076
A Company, 3rd Battalion

Miscellaneous 10th Special Forces Group Patches



10th Special Forces Group 50th Anniversary



10th Special Forces Group
Gulf War Novelty Patch



Special Forces Operational Team - H (HUMINT)
Temporary Team composed of personnel from 10th SFGA and 19th SFGA
cap patch